

## Thumb Hole (palm side of glove)

- 1) Draw a line at rt.  $\perp$  to the fold at the crotch.
- 2) Draw a line at rt.  $\perp$  to the base of the thumb joint.
- 3) Draw a line  $\parallel$  to the fold  $\frac{1}{8}$ " in on the palm side & between the other 2 lines.
- 4) Place a standard thumb hole over the one you are drafting, so that the crotch lines +  $\frac{1}{8}$ " lines are on top of each other.
- 5) Disregard the base line until later. Trace around the thumb hole & then make any alterations that are necessary, down to & up to the baseline. Be sure that CB + CD are equal.

## Thumb pattern.

Is as long as the thumb is from the tip to the base. The crotch point is determined by the crotch of your thumb.

$\therefore$  the thumb is measured in 2 sections.

- 1) from crotch to tip.
- 2) from crotch to base.

Be sure that the slash in the thumb is exactly the measurement of CB + C.D. Considerable seam allowance seems to be necessary,



but the thumb pattern actually has to cover the thumb in one piece. The pattern however should come within 8" of meeting around the thumb. All alterations are easily made from the standard thumb pattern.

### Forschette.

This is made as long as the longest finger, +  $\frac{1}{8}$ " (the longest finger is the middle one on the back of the pattern.) It is just a little narrower than the widest finger & tapers all the way from the base to the tip. The angle at the base corresponds to the back & palm of the glove.

### French Kid.

Silky, oily material, stretches very easily. It stays stretched. After the pattern has been cut & the kid is cut out, stretch each finger (it will likely stretch about  $\frac{1}{4}$ " or  $\frac{1}{2}$ ") & putting hand (flesh one) on kid pattern, mark a dot at each end of each finger (be sure fingers are cut down correctly, & meet a right spot in palm) then cut straight across & then round as originally.



N.B. 1) Have a very sharp pencil.

2) When cutting, have no pencil lines.

3) When tracing on heavy pattern start at edge (little finger) + lifting each finger next to the one being traced.

4) Note stretch in leather. Allow accordingly.

5) Check pattern (of pouchette) by putting between fingers + cutting accordingly.

### Leather.

All patterns are subject to change according to the pattern that is used. A stretchy leather can take a small pattern.



## Handcraft -

### Metalwork -

#### Printer bowl.

Cut out printer in suitable size squares. Then mark circle of desired size, and saw round the edge. File and smooth the edge. With centre, mark off quarter inch circles to circumference.

Place on raising block & hammer from the centre out. Repeat as many times as needed.

Raising block

Mallet

Saw

File -

working

rough

double-cut.

File -

smooth

single cut.

Scraper

Scriber

Tri-square

Shears.

Chisel

Strike block.

To make edge of bowl, place on strike block and hammer the decoration from the inside, outwards. (fluting)



## Fluting.

Place bowl upside down on a piece of paper. Draw a circle of slightly larger circumference & mark off around the circ. equal distances of given radius. This makes 6 flutes. Find centre of bottom of bowl & mark off a circle of suitable distance, from which lines the flutes will start out to edge. Mark in flutes from the paper & the bowl is ready for the stake block. Hammer in lines, light at the centre & heavier to the edge, using chisel on stake block.

Check bowl by filing & hammering.

## Soldering.

The joining of two metals by the use of a third, which is an alloy of lower melting point than the two pieces to be joined. Hard solder. The solder most used for metal work is soft. Sometimes called "tinsmith's solder".  
Solder for painter.

Has a lower melting point than tinsmith's solder. It is composed of approximately 70% tin & 30% lead.



## Handcraft

### Flux

Purpose of flux is to keep the metal from oxidizing, when it is being heated for soldering.

### Flux for tinner

1 oz. glycerine (pure)  
5 drops HCl.

### Flux for copper & brass

zinc chloride.

Metal to be soldered must be perfectly clean, free from oxides & grease. Joints made to fit as closely as possible. Flux is

then painted along <sup>joint</sup> flux or seam & solder is placed on the flux.

In soldering, metal must be brought to a heat sufficient to melt the solder by conduction rather than by the direct flame. No more solder than is necessary should be used.

### Flame

Should be a soft spreading flame kept constantly in motion. Move flame from solder as soon as it is melted, and don't let flame touch solder directly. The end of inside cone is best.



### Copper candle-stick.

Cut copper in  $\Delta$  from form. File edges. Put copper in vice & bend each edge about  $\frac{1}{4}$  inch in at rt.  $\angle$  to base. The copper piece has been hammered. Solder the corners. Hammer a piece of copper 3" by 2" in a complete circle. Cut it into two pieces, one  $1\frac{1}{8}$ " long for the centre of the  $\Delta$ , the remainder for the handle. Solder each piece in direct centre to  $\Delta$  of copper. Clean & polish.



# SOCCER

## Preliminary Games

## Soccer

### 1. Circle games.

Players line up in circle formation. They are divided in half. The two No. 1 players dribble around the outside of the circle, clockwise + counter-clockwise. On returning to his place, No. 1 passes ball to No. 2 + so on.

2. Players form a circle, all holding hands. Ball is placed in the middle of circle, each part of circle rush in to try to kick ball between the opposite sides' legs. Ball must not go higher than the shoulder.

3. Players line up in two lines about 6 or 7 yd. apart, facing one another. Ball is placed in centre of column. The two No. 1 players run from opposite lines diagonally at the ball, to try to kick it through the opposing team's legs. Ball must go below the shoulder.



## Hockey

1. Two forwards run from 50 yd. line to goal, in formation, passing one to the other, then shooting. A different player takes down the ball each time.
2. Players line up in 2 lines, facing one another 20 yd. apart. They practice driving + stopping + dribbling.
3. Players line up in circle formation. They practice dribbling around the circle as in the soccer circle game.
4. Players line up in 2 lines, facing one another. One line attacks + the other line defends. No 1. runner attacks, No 1. runner defends + so on.



## Soccer

Miss Hardley.

<sup>+ rules</sup>  
Some ~~are~~ very much like hockey.  
Ball is kicked with the inside  
+ outside of foot - never the toe.





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